

# BOUNTY HUNTERS' SHOWDOWN

MISSION VI#01



Despite collecting the Imperial bounty on Han Solo *and* getting to keep Solo (and thus collect Jabba the Hutt's bounty on the smuggler), Boba Fett is hardly home free. As soon as he drops out of hyperspace in the Tatoo system, nearly half a dozen other bounty hunters attack him, all intent on claiming his prize in his place. Boba Fett is unfazed, however; he'd expected something like this. With some well-placed concussion missiles and some fancy flying, he successfully sets *Slave I*, his ship, down on Tatooine, in a ruined docking bay in an abandoned frontier town.

But no sooner has Boba Fett moved Han Solo, still frozen in carbonite, out of the docking bay, when the other bounty hunters show up, ready to take his prize again—this time, face-to-face.

"Bounty Hunters' Showdown" tells the tale of Boba Fett's arrival on Tatooine with the carbonite-frozen form of Han Solo—and the attempts by several bounty hunters to take Han Solo away, to claim Jabba's reward themselves. Use the center section of the Mos Eisley side of the *Rebel Storm* map for this scenario.



**MAP KEY**

- Boba Fett Setup Area
- IG-88 Setup Area
- Zuckuss/4-LOM Setup Area
- Dengar Setup Area
- Bossk Setup Area

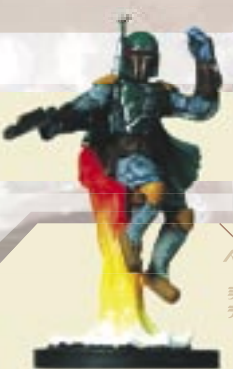
## BOBA FETT SETUP

Boba Fett's player must set up Boba Fett in either of the two large doorways leading out of the circular storage building. Place the 1-square Carbonite Block tile on the battle grid adjacent to Boba Fett.

Boba Fett	50
	50

### VICTORY CONDITIONS

Boba Fett's player wins the scenario by successfully moving the Carbonite Block off the west end of the battle grid.



Boba Fett

## IG-88 SETUP

IG-88's player must set up IG-88 in either of the two 2-square-by-3-square buildings at the western edge of the battle grid.

IG-88	37
	37

### VICTORY CONDITIONS

IG-88's player wins the scenario by successfully moving the Carbonite Block off the east end of the battle grid.



IG-88

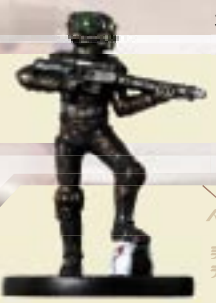
## ZUCKUSS & 4-LOM SETUP

Zuckuss and 4-LOM's player must set up Zuckuss and 4-LOM in any of the squares east of the circular storage building.

Zuckuss (Heavy Stormtrooper)	17
4-LOM	21
	33

### VICTORY CONDITIONS

Zuckuss and 4-LOM's player wins the scenario by successfully moving the Carbonite Block off the west end of the battle grid.



4-LOM

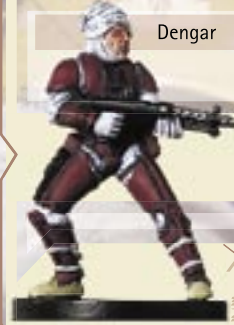
## DENGAR SETUP

Dengar's player must set up Dengar in any square adjacent to a junkyard square.

Dengar	15
	15

### VICTORY CONDITIONS

Dengar's player wins the scenario by successfully moving the Carbonite Block off the east end of the battle grid.



Dengar

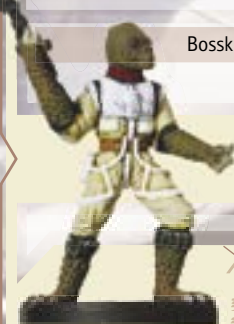
## BOSSK SETUP

Bossk's player must set up Bossk in any square adjacent to either of the moisture vaporators.

Bossk	17
	17

### VICTORY CONDITIONS

Bossk's player wins the scenario by successfully moving the Carbonite Block off the east end of the battle grid.



Bossk

## SPECIAL SCENARIO RULES

The following special rules are in effect for this mission.

**Get Solo:** If a player can move one of his characters adjacent to the Carbonite Block tile, he can take control of the Carbonite Block, provided no other character is also adjacent to the tile (see "Let Go!" below). Assuming the character can move the Carbonite Block (and wishes to), the block moves with him when he moves, though it must remain in an adjacent square.

**"Let Go!":** If two or more characters are adjacent to the Carbonite Block tile, a character can only move the tile if he can force the others to let go. The character attempting to do this makes a special attack roll; other characters adjacent to the tile can also make an attack roll at this time. If the character who is trying to move the Carbonite Block has the highest attack roll total, he can move the Carbonite Block tile that round; otherwise, the tile remains where it is. Making this attempt replaces the character's attack.

**Watch My Back:** Jabba's bounty is big enough to split two or even three ways. At any point during the scenario, the players can form alliances and agreements, such as not attacking each other, or all attacking another bounty hunter, or whatever. (The only exception to this rule is IG-88; for him, the concept of an alliance does not compute.)

**Backstab:** Alliances and agreements are not carved in stone, and can be dissolved as quickly as they are formed. Remember, even if two characters both need to move the Carbonite Block tile off the same edge of the battle grid, only one character can do so—since characters controlled by other players may not activate when it's not their turn.) □